

# Jiming Li

XR Engineer

## Experience

### Software Development Engineer – SimInsights, Inc.

Jun 2020 – Present

Architected and built HyperSkill, a no-code, cross platform 3D simulation software with Unity 3D:

- Designed and developed the State machine system following client request from PwC & AWS, constructed the node & edge graph authoring interface & state action logic tree.
- Improved the dialog simulation system and co-leads the client project of UCLA Health, by implementing the required features and delivered a series of WebGL simulations with 500+ user scale per month.
- Optimized the simulation caching system by refactoring the simulation download pipeline and creating APIs to communicate with MySQL & S3 server.
- Led the migration of HyperSkill to iOS, built the iPad based interaction interface for general 3D and AR mode and submitted to the App store.
- Revamped the VR simulation authoring mode, implemented Lip Sync and hand tracking system for Quest and submitted to the Oculus app store.
- Initiated in developing HyperSkill features including .json error handling, user configuration, assets bundle packaging and TTS/NLP module integration.

### XR Developer Intern, Office of the CTO – Autodesk, Inc.

May – Aug 2019

Designed and developed KnowCap, a mixed-reality annotation tool for capturing manufacturing expert knowledge:

- Created the annotation authoring & viewing application with Unity 3D and SteamVR.
- Implemented a wrist-based interaction system with Leap Motion hand tracking system.
- Utilized .json as serialized backend for multi-media annotation formats including gesture, audio recording, 3D curve, etc;

### Software Management Intern – Oracle China

Oct – Dec 2017

Deployed Primavera Unifier expenditure module with PGBU Solution director:

- Worked on data warehouse maintenance of Primavera Unifier using MySQL and PL-SQL.
- Used Python & Oracle Cloud Infrastructure APIs to evolve the web service of P6 installation.

## Academic Projects

### Block Party | Unity Developer | CMU\_ETC with Uni-lib office

Sep – Dec 2019

- Architected and built a real-time Kinect RGB-Depth frame processing system and built the Lego color & shape detection system with OpenCV;
- Implemented A-star 2D navigation module and tower-defense gameplay logic in Unity3D.

### Scottie Renderer | C++ Graphics Developer | CMU

Sep – Dec 2019

- Architected and built a real-time Kinect RGB-Depth frame processing system and built the Lego color & shape detection system with OpenCV;

### Building Virtual Worlds | Unity Programmer | CMU\_ETC

Sep – Dec 2018

- Rapidly prototyped, conducted playtesting, and iterated six AR, VR immersive experiences within multidisciplinary teams in two-week cycles.

(412)758-0526

jiminglicmu@gmail.com

[www.jimingli.space](http://www.jimingli.space)

[linkedin.com/in/jimingli9836/](https://linkedin.com/in/jimingli9836/)

## Education

### Carnegie Mellon University

Master of Entertainment Technology

School of Computer Science

Sep 2018 – May 2020

Pittsburgh, PA

#### Core curriculum:

Computer graphics,  
Java advanced algorithm,  
Building virtual worlds,  
Web-app development

### Beijing University of Post and Telecommunication

Bachelor of Engineering

School of Digital Media technology

Sep 2014 – May 2018

Beijing, China

#### Core curriculum:

C++ data structure and algorithm,  
Unity 3D game development,  
mobile application development

## Skills

### Programming Languages

C# · Java · C++ · Python · Javascript  
HTML/CSS

### Engines and Tools

Unity3D · OpenCV · Django Photon  
MySQL · Git · Xcode · Unreal · PL-SQL  
CTAT · Figma

### Platforms

Oculus Quest · HTC Vive Leap Motion ·  
Oculus Rift · Kinect · Meta2 · WebGL  
Hololens · iOS · Android